Training programme for staff (02.2A1)

Video and Sound Editing by FILMESDAMENTE

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The Language of Film and TV

All of us in modern society know the *language of Film and TV*. As we grew up, we watched films and TV programs, but we didn't pay attention to how it worked, just like learning our mother language.

In this section you will learn the fundamental rules behind it, that will make you understand the film language in a totally new way.

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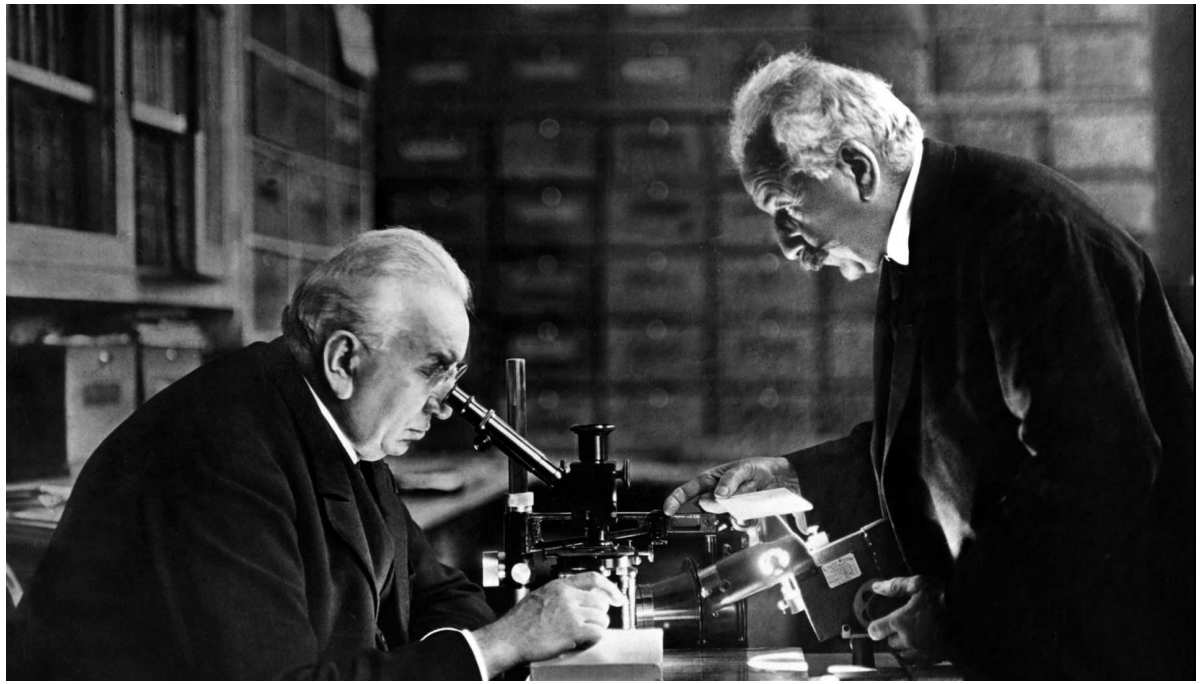
Cinema Pioneers

In 1885 the Lumière Brothers shot the exit of workers from the Lumière Factory. The first public exhibition took place in Paris in March 22nd. In spite of the disbelief of the new invention by the Lumière Brothers, a camera that can shoot film and also project, soon it became clear by other enthusiasts, like George Melies, that it had a lot of potential to tell stories and show them to large audiences. in: wikipedia



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Cinema Pioneers

The Kinetograph as able to show the illusion of movement to a single individual at a time.
It was also able to reproduce synchronized sound through a phonograph, also an Edison invention.

Thomas Edison was granted a patent for the motion picture camera or "Kinetograph". This device was installed in penny arcades, where people could watch short, simple films. A prototype for the Kinetoscope was shown to a convention of the National Federation of Women's Clubs on May 20, 1891 *in: wikipedia*

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Cinema Pioneers

George Méliès

Georges Méliès was a French illusionist and film director who led many technical and narrative developments in the earliest days of cinema. Méliès was well-known for the use of special effects, popularizing such techniques as substitution splices, multiple exposures, time-lapse photography, dissolves, and hand-painted colour. *in: wikipedia*

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Cinema Pioneers

D. W. Griffith

Was an American film director. Widely considered as the most important filmmaker of his generation, he pioneered the feature-length movie and many enduring cinematic techniques, such as the close-up. Performer and director Charlie Chaplin called Griffith "The Teacher of Us All". Griffith seems to have been the first to understand how certain film techniques could be used to create an expressive language. *in: wikipedia*

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Camera Shot Size

There are 9 shot framing sizes that we should consider. These sizes have a different purposes. The director is the one who decide what shots should be used in each scene.

Extreme wide shot (EWS)

Establishing shot (ES)

Long Shot or Wide shot (WS)

Full Shot (FS)

Medium Long Shot (MLS)

Medium Shot (MS)

Medium Close Up (MCU)

Close Up (CU)

Extreme Close Up (ECU)

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Camera Framing

When you combine art with science to compose the subjects in your shots. The composition of the shots follow certain rules. When you point a camera to something you need to compose what is in the frame.

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Extreme wide shot (EWS)

An extreme wide shot shows the subject really small compared to the surroundings. It’s used when the director wants to show the far distance of the subject against the environment.

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Long shot or Wide shot (WS)

A wide shot has the same idea as the EWS but closer. It shows the subject in their surroundings and gives us a good idea of the area. It’s always good to start a scene with a WS to let the viewer know where a character is placed.

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Establishing shot

An establishing shot is a shot that shows a location of the action. Similar to WS, normally a very wide angle to let the viewer know where the action is taking place.

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Full Shot (FS)

The subject fills the frame as close as possible without cutting the head or the feet.

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Medium Long Shot (MLS)

The subject is cut a little bit above the knee. Also known as the Cowboy shot or American Shot.

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Medium Shot (MS)

The subject is cut in the waist. Probably the most used framing.

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Medium Close Up (MCU)

The subject is cut closer to the chest maintaining some distance. The emotional relation with the viewer is now greater.

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Close Up (CU)

When you want to reveal the emotions of the character in more detail.

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Extreme Close Up (ECU)

In this shot, we only see details, normally the eyes, but it can the the mouth, nose, ears.

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Over the shoulder Shot

This shot is commonly used in a conversation between two or more characters.

Consists in putting the camera behind the shoulder.

It’s very effective to know the distance between them.

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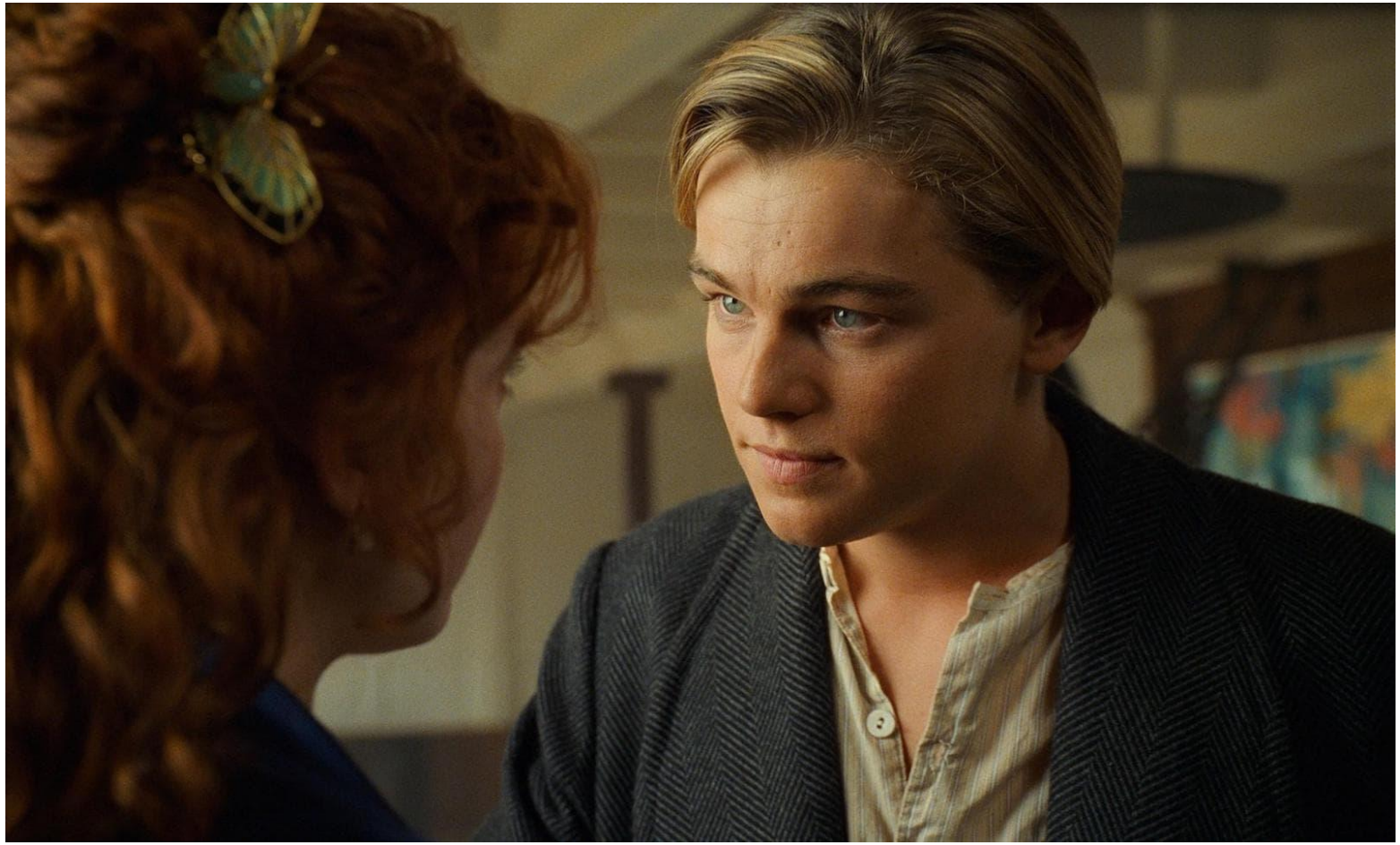
Over the shoulder Shot



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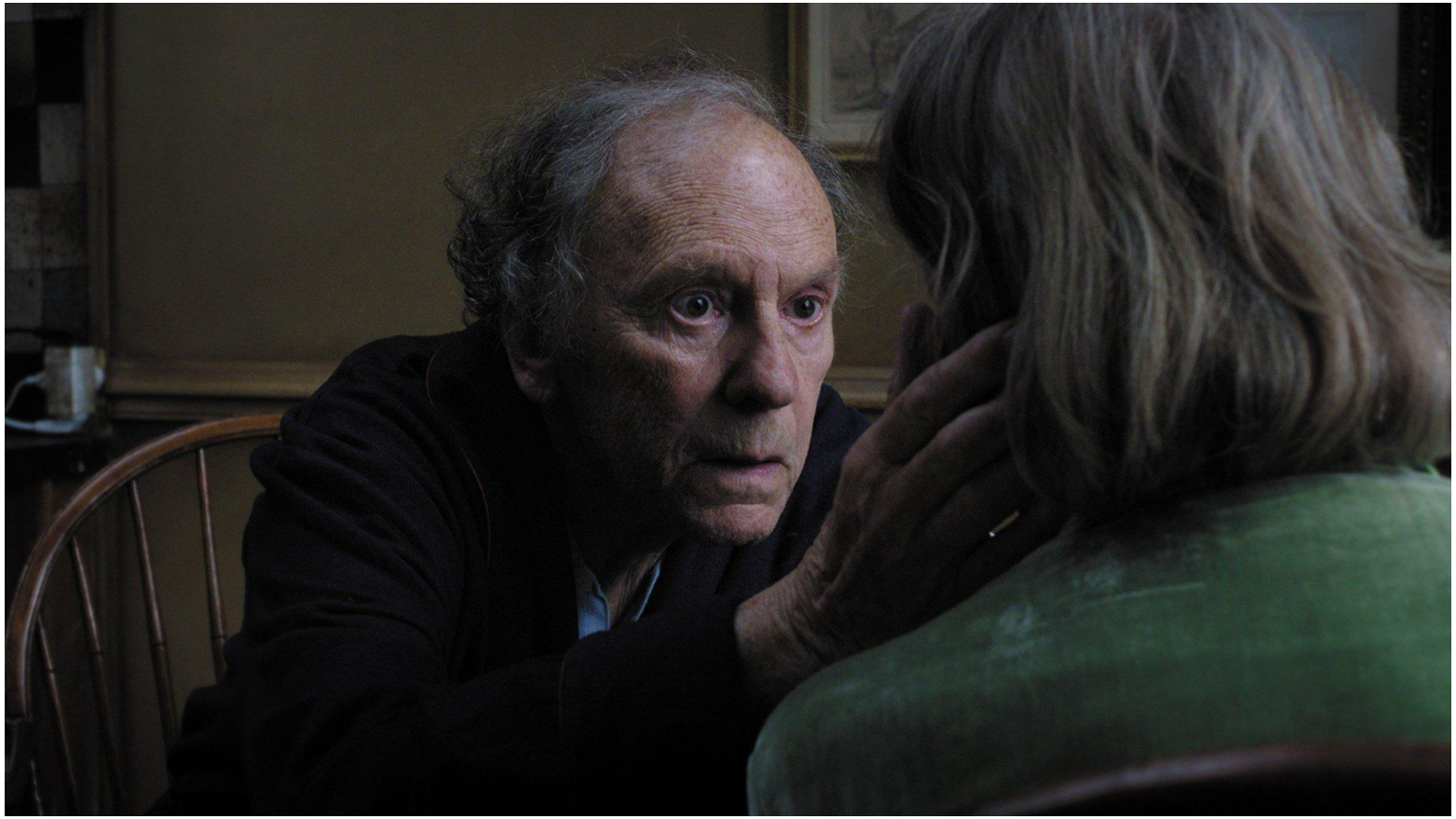
Over the shoulder Shot



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Over the shoulder Shot

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Rule of thirds

An image is divided in 9 equal parts. This guidelines can be used to place the subjects in the right place.

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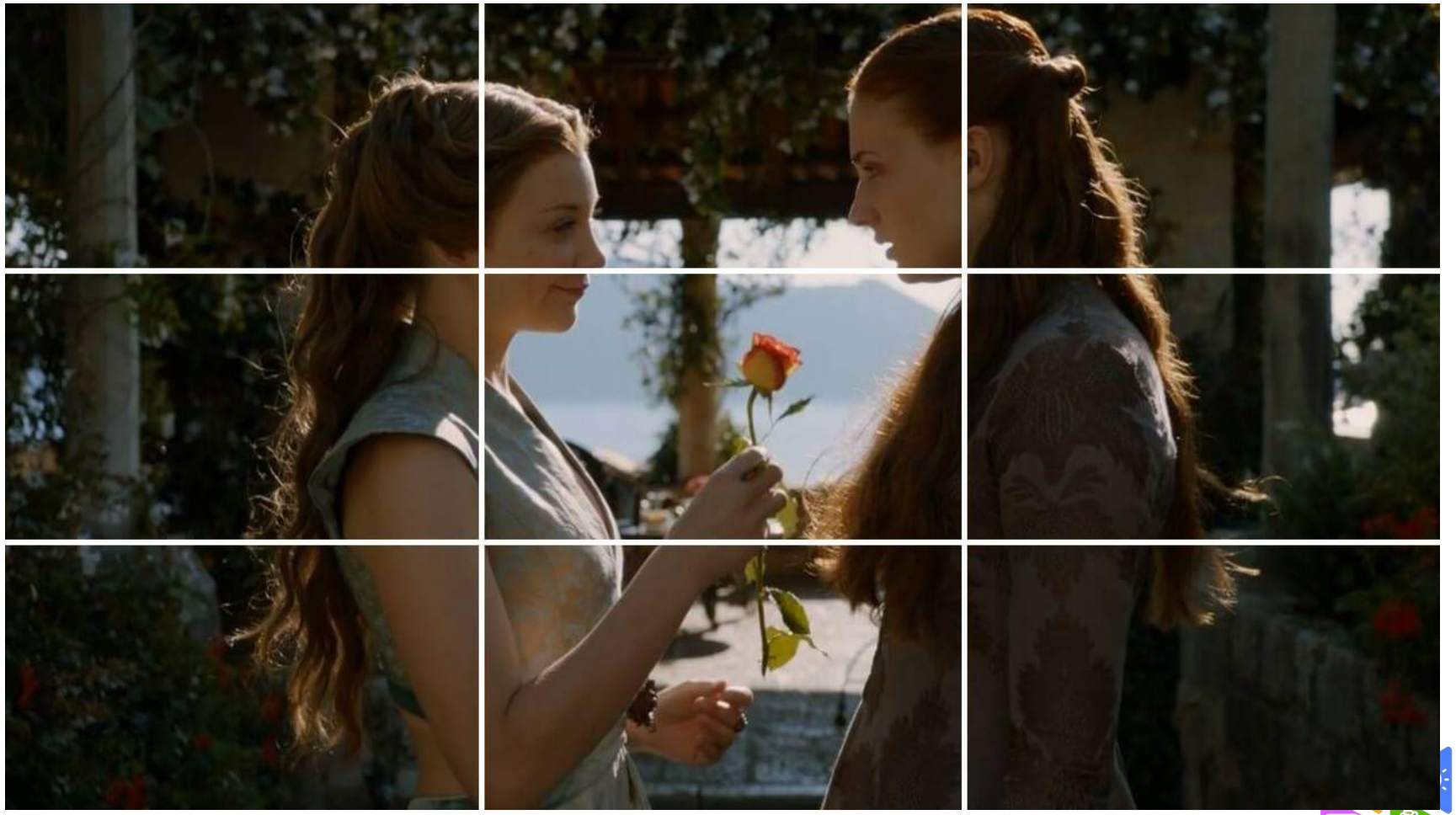
Rule of thirds



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Rule of thirds

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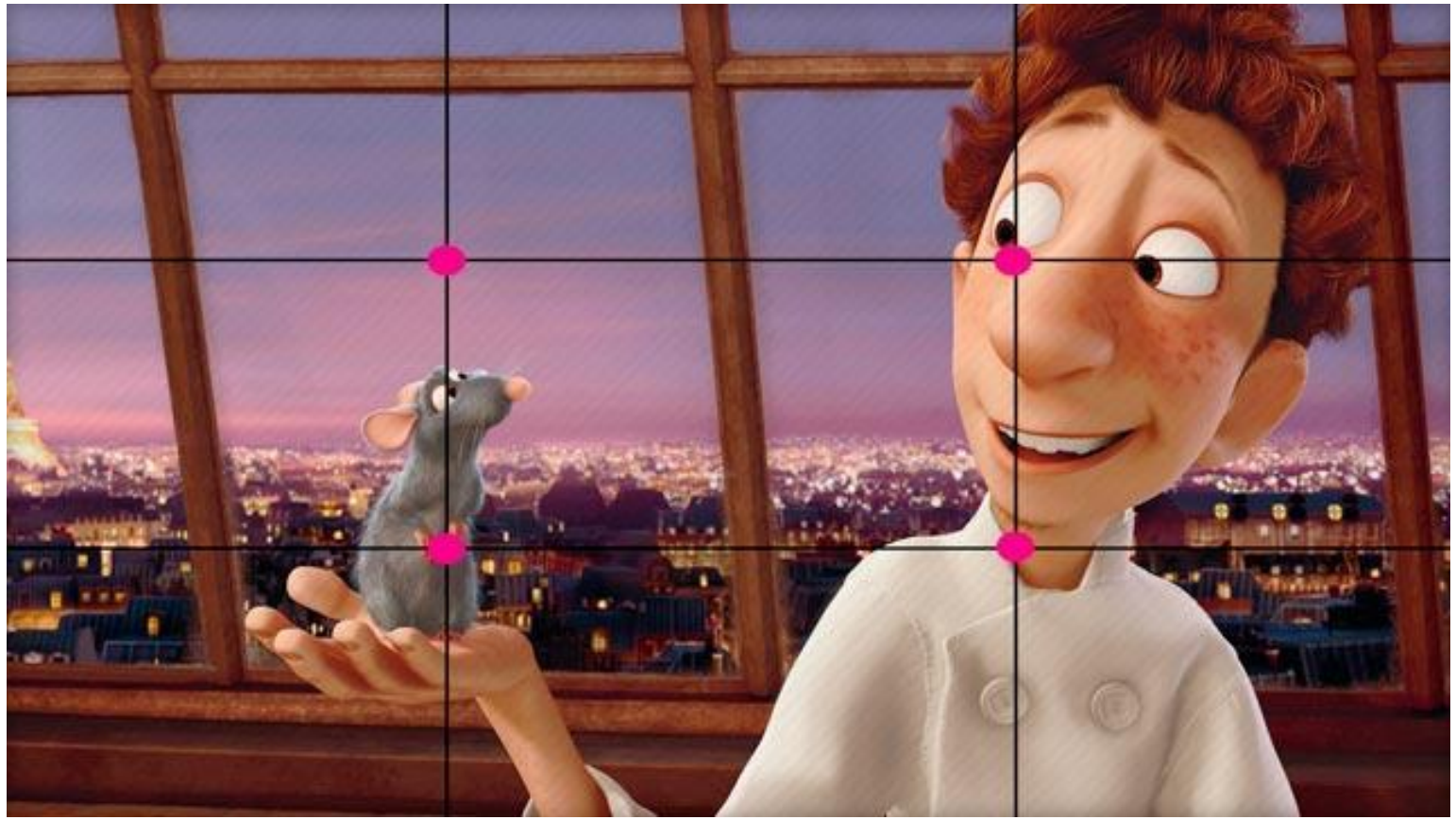
Rule of thirds

Rule of thirds



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Rule of thirds

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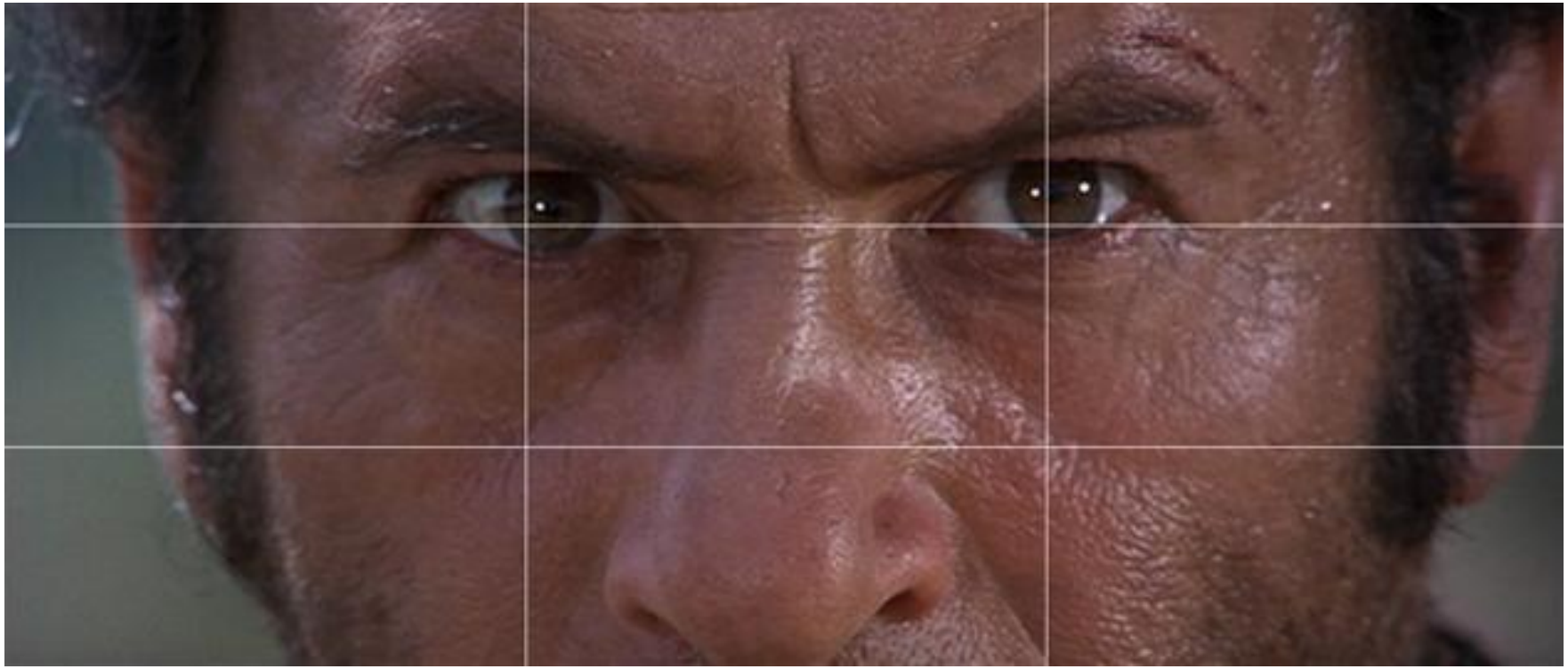
Rule of thirds



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Symentry

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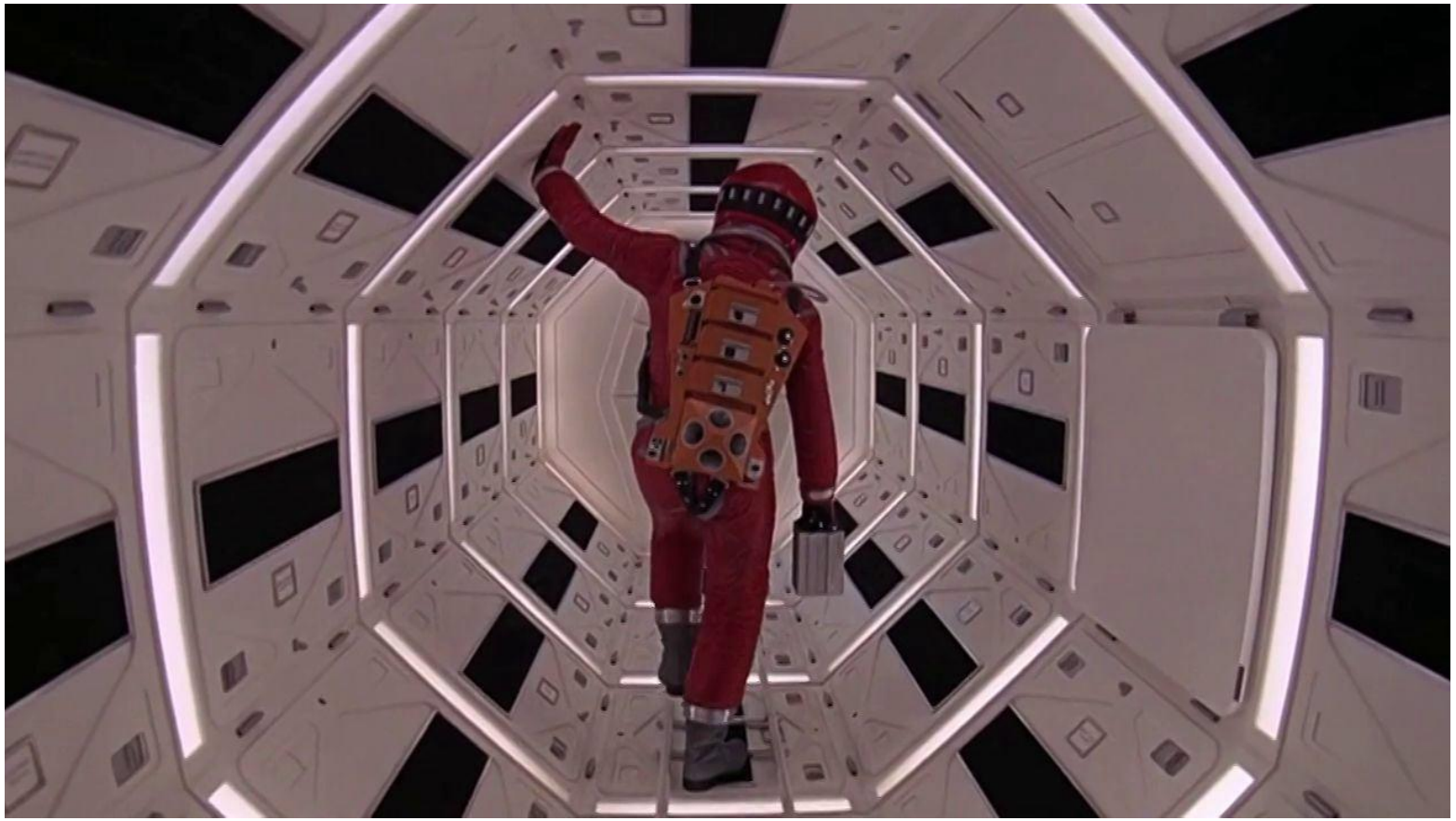
Symentry



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Symentry

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Low angle camera

It is used when it’s necessary to superiarize a character.

Low angle camera

It is used when it’s necessary to superiarize a character.

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Low angle camera

It is used when it’s necessary to superiarize a character.

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High angle camera

It is used when it’s necessary to “diminish” a character.

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Aspect Ratio

The **aspect ratio** of an image is the ratio of its width to its height. It is commonly expressed as two numbers separated by a colon, as in *16:9*. For an *x:y* aspect ratio, the image is *x* units wide and *y* units high. Widely used aspect ratios include 1.85:1 and 2.39:1 in film photography, 4:3 and 16:9 in television, and 3:2 in still camera photography. (*in: Wikipedia*)

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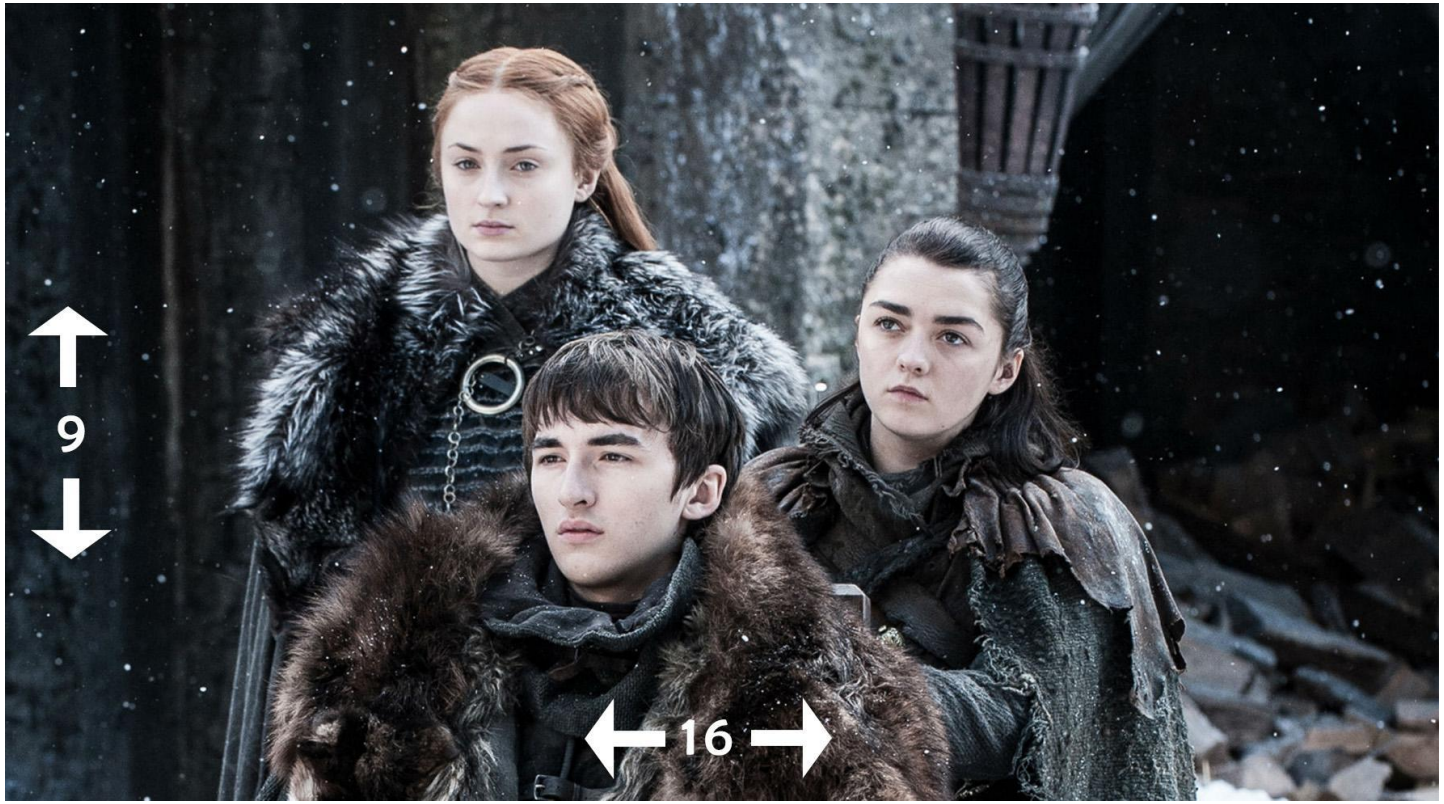
Aspect Ratio

Most common aspect ratios: 16:9 (TV nowadays)



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Aspect Ratio

Most common aspect ratios: 4:3 (TV until early 2000's)

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Aspect Ratio

Most common aspect ratios: 2.39:1 (Cinema)

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Framerate

The number of frames per second makes the illusion of movement. In the digital era, the basics are the same like the film prints made by the cinema pioneers.

Cinema Standard: 24 fps (frames per second)
European TV and Pal region: 25 fps
NTSC region: 30 fps

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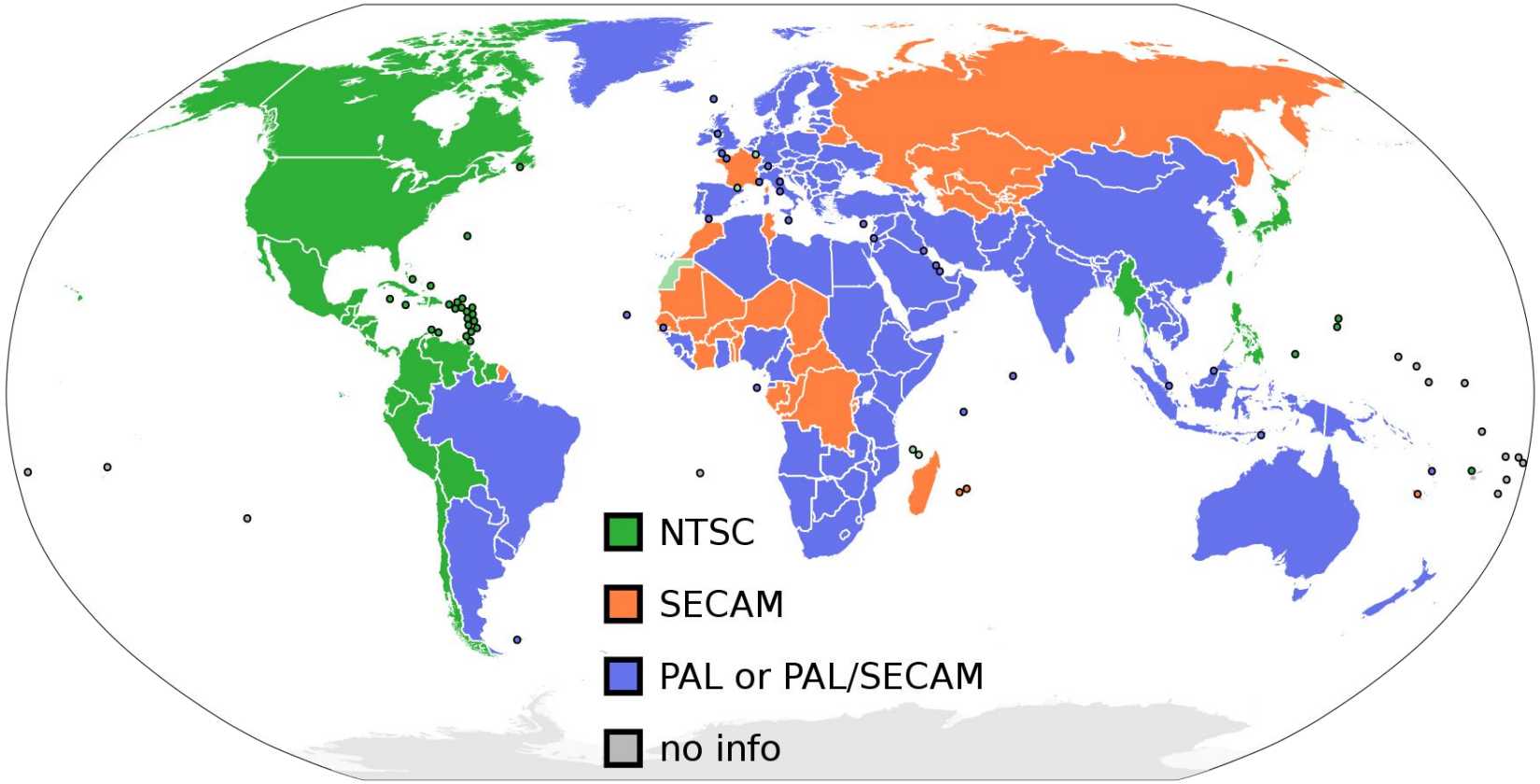
Framerate



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Camera control

A camera should not be used in auto mode. There are **4 elements** in the camera that should be manually controlled.

1. **Framerate.** Ex: 25fps, 30fps 60fps
2. **Shutter speed** Ex: 50/100/200...
3. **ISO** ex: 200/400/1000/3000
4. **Exposure** (The iris aperture)

All cameras are different, but some settings should be applied to most of them.

1. **Framerate.** 25fps or 50fps (For slow motion the fps can be higher)
2. **Shutter speed** 50 or 180°
3. **ISO** ex: the minimum native value possible, to avoid noise.
4. **Exposure** (The iris aperture) Measured in F Stops or T Stops, Have direct influence the Depth of Field.

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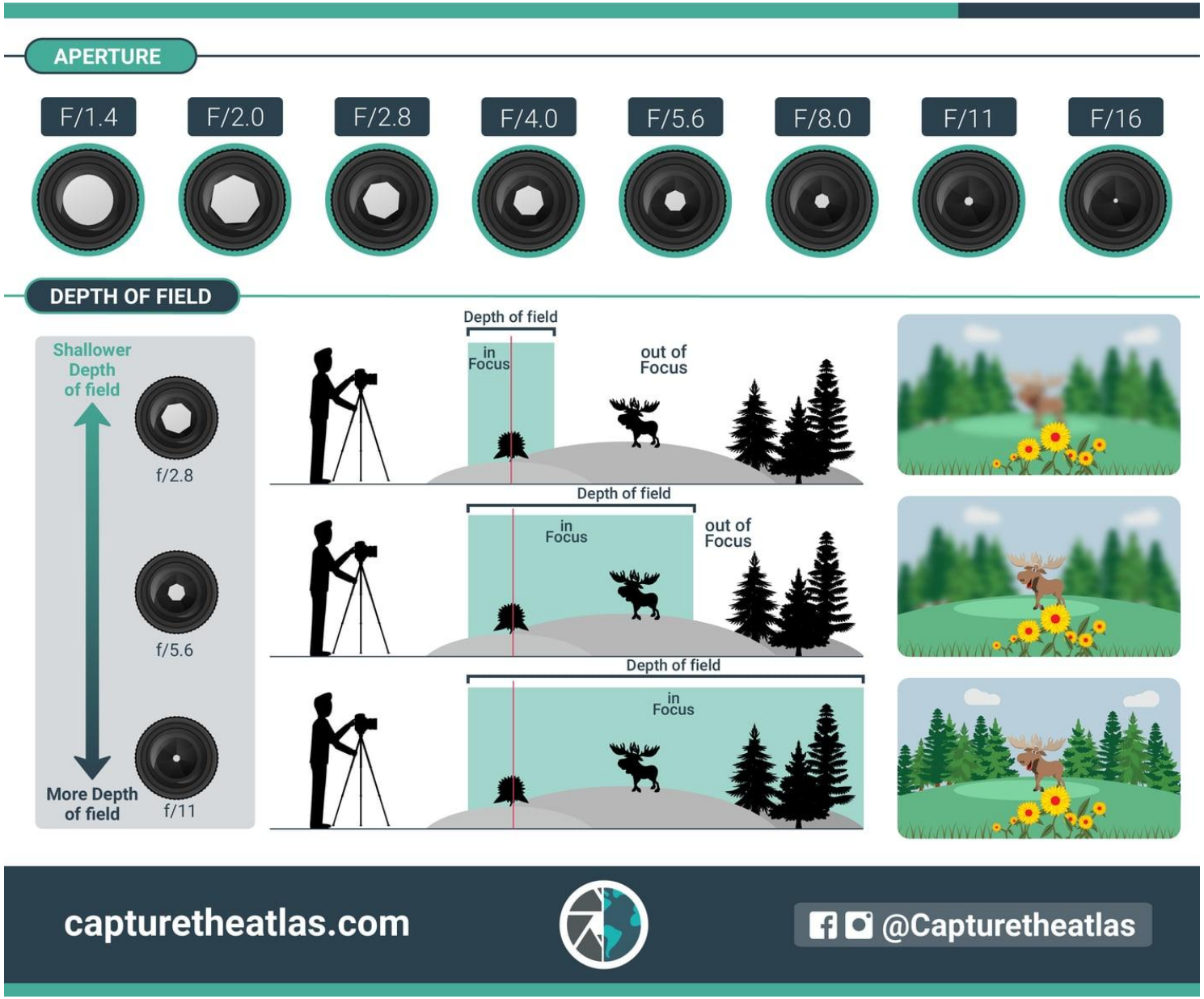
Depth of field



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Depth of field

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Depth of field

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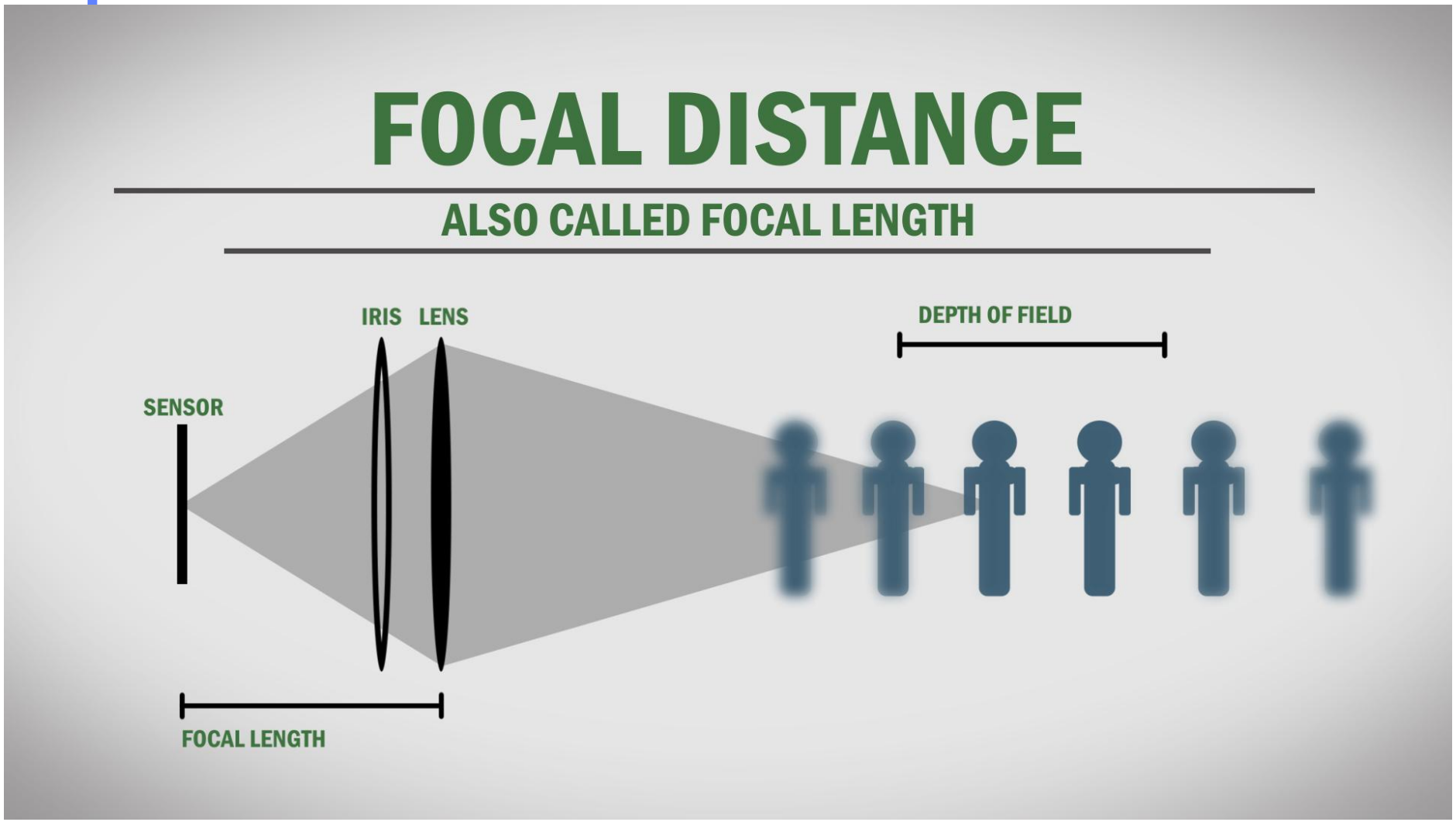
Depth of field



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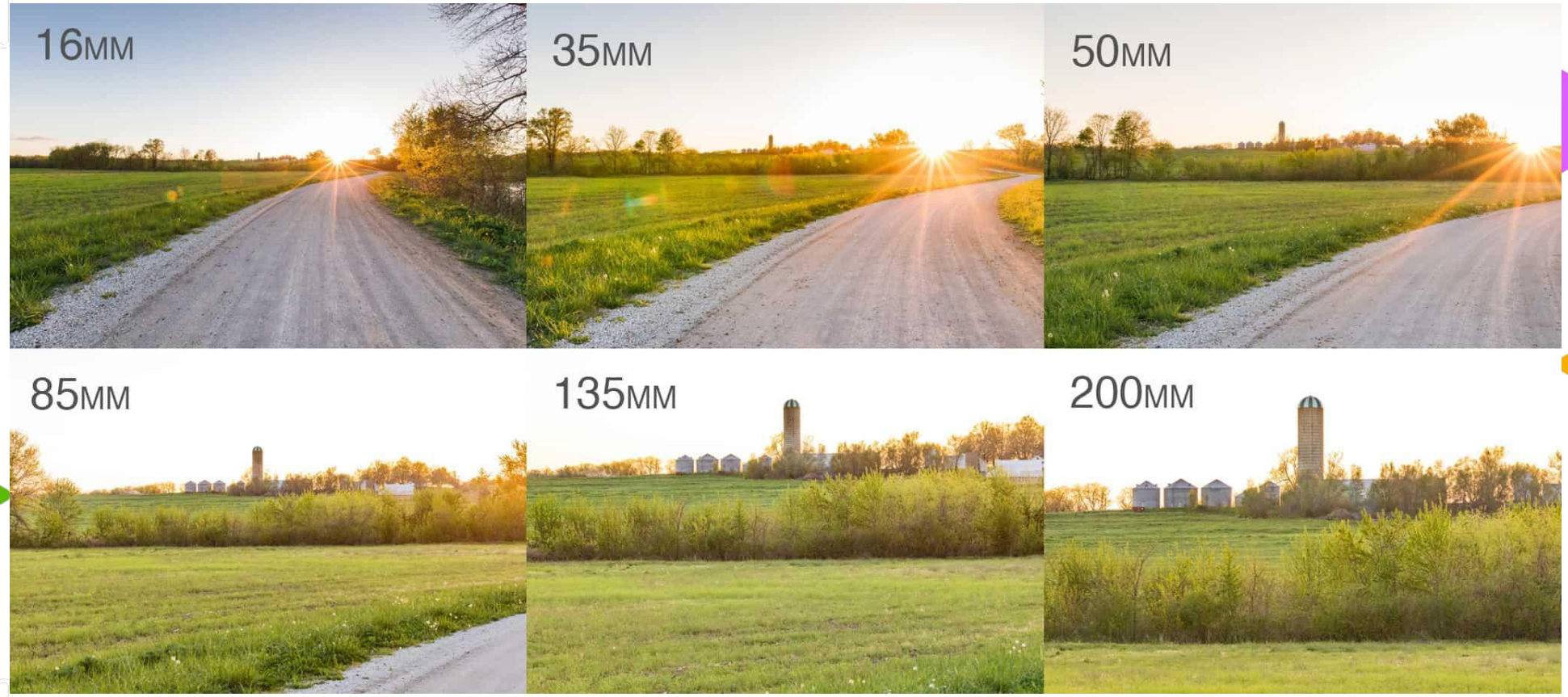
Depth of field



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Depth of field

Depth of field is determined by the lens aperture, the focal length, the focusing distance, and the sensor size.

Type	1/3"	1/2"	2/3"	Super 16	4/3"	APS-C	DX	Super 35	APS-H	35mm FF	65mm
Sensor Size (W x H mm)	4.8 x 3.6	6.4 x 4.8	8.8 x 6.6	12.52 × 7.41	17.8 x 10	22.2 x 14.8	23.6 x 15.5	24.89 x 18.66	28.7 x 19.1	36 x 24	52.63 x 23.01
Sensor Diagonal	6 mm	8 mm	11 mm	14.55 mm	20.41 mm	26.7 mm	28.4 mm	31.1 mm	34.5 mm	43.3 mm	57.44 mm
Crop Factor	7.21	5.41	3.93	3	2	1.62	1.52	1.39	1.26	1	0.75

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Scriptwriting

Almost every film has a screenplay behind it. Many times depreciated, the script is one of the most important steps of all audiovisual work.

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Script example

INT. RODNEY'S OFFICE - DAY

KAT knocks on Rodney's door.

KAT
You got a sec?

RODNEY, on his phone, motions her in.

KAT (CONT'D)
So I hear Nora's leaving which I'm sad about cuz she's been great but wondering what you plan to do with her slot.

RODNEY
(Still on his phone, barely paying attention)
Well, not there yet. Just starting to think about it.

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Scriptwriting tools

- Final Draft*
- Celtx*
- Highland 2*
- Trelby*
- Microsoft Word
- Google Docs

*scriptwriting dedicated software

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PRODUCTION

4 steps of Production

Pre-Production
Production
Post-Production
Promotion/Distribution

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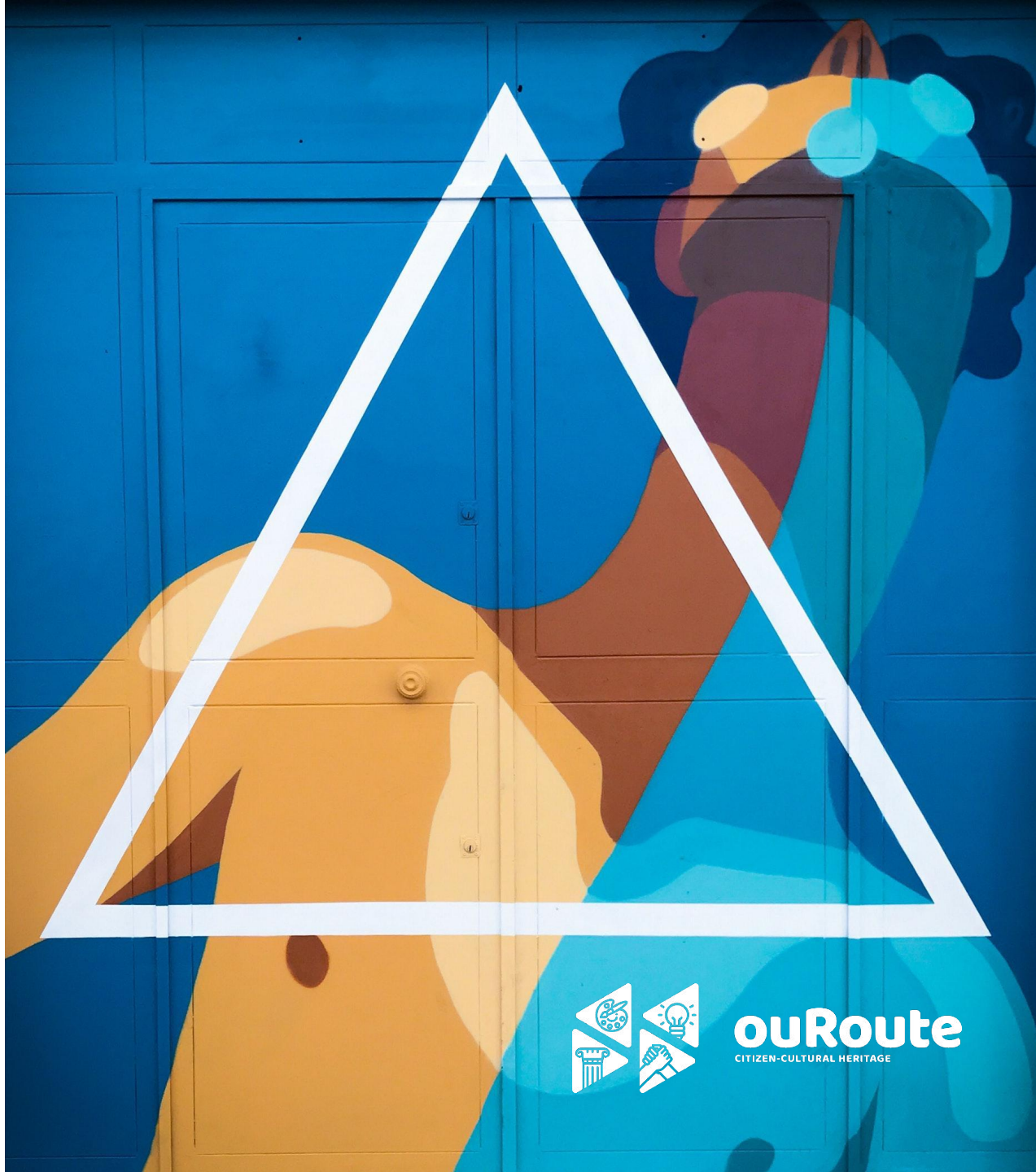
PRE-PRODUCTION

The most complex and time spending part of a whole production. This is where all the planning takes place before the first day of shooting. Choosing location, cast, calculating a budget and scheduled the shooting are the major steps.



PRODUCTION

When everything is planned, the production should be done without trouble. This is when shooting the scenes happens.
However, everything must be in constant communication with the artistic and technical crew.
The number of people involved in a production depends of the budget of the project.

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POST-PRODUCTION

After the shooting it’s necessary to edit the footage and create a film. Image and Audio. There are several tools used professionally.

Here are the most common softwares for video editing:
Adobe premiere Pro / DaVinci Resolve / Final cut Pro / Avid

For audio:
Nuendo / Adobe Audition / Davinci resolve / Pro Tools / Cubase

PROMOTION/DISTRIBUTION

Once the film is completed it's time to show it.
The strategy is normally discussed in the pre-production step.
Depending of the project, the distribution might be simply for the internet, or for theatrical release. There are also film festivals for every kind of project.

To date, this is probably the best platform to submit to film festivals:
filmfreeway.com

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The Tools (Video and Audio)

An approach to the best indie filmmakers tools, for video and audio recording.
The technical basis of a camera and audio recorders, as well the best methods, settings, and cinematography.

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Camera Tools (low budget)

Smartphone

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Camera Tools (low budget)

DSLR (Digital Single Lens Reflex)

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Camera Tools (low budget)

Mirrorless

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Sound Tools

Every camera has their own sound recording system and the quality depends on the quality of the pre-amplifiers.
Most of the cameras does a decent job when combined with a good microphone.

If you are looking for a professional sound recording, the audio must be recorded separately from the cameras.

On the other hand, for a semi professional sound recording, you can record audio directly in the camera, with external microphones, particularly if it has XLR outputs.

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General instructions and video editing

TOOLS we are going to use:

DAVINCI RESOLVE (FREE EDITION) (PC/MAC)
KINEMASTER (ANDROID)

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General instructions and video editing

Install DaVinci Resolve for video editing. It is a free application, available in English and several languages.

DOWNLOAD: https://www.blackmagicdesign.com/it/products/davinciresolve/

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General instructions and video editing

In the videos you can insert the photos you took and alternate them with images also taken from the internet, visiting the site: www.pexels.com. On Pexels the images are free and not protected by copyright, you can use them without mentioning the author. More free images can be found on: https://unsplash.com/license

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General instructions and video editing

To insert music into your video, you can download a song from: https://freemusicarchive.org/

NB. Remember that: the word "creative common" or the CC symbol means that the music, the image etc. you can use it without mentioning the author. Beware that in other cases instead the symbol of a little man pops up, which means that you have to quote the author.

If you are looking for background sounds for your video you can use www.freesound.org

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1- How to create a new project

Use the link to follow step by step:

https://drive.google.com/file/d/1vd5oKNfSr0omZTp8dyArDeFwZbn5NB6y/view?usp=sharing

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2- Adding clips to your timeline

Use the link to follow step by step:

https://drive.google.com/file/d/1Rl9dNOMR2AnKwZ8HaJofTa4pcFJkXHA3/view?usp=sharing

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3- Editing - The Basics - PART 1

Use the link to follow step by step:

https://drive.google.com/file/d/1MT2UeogCiH5xMzKeRzMhQCvAcMavrbP5/view?usp=sharing

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4- Editing - The Basics - PART 2

Use the link to follow step by step:

https://drive.google.com/file/d/1ItG16hboyy-h2dFK83WvrQcfA36-Kn4Y/view?usp=sharing

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5- Editing - Footage Aspect Ratios

Use the link to follow step by step:

https://drive.google.com/file/d/1DUVEJNAvzl_WSGNlSGKNCdgcLA6Ksr9T/view?usp=sharing

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6- Editing - Importing Music

Use the link to follow step by step:

https://drive.google.com/file/d/1og2I8SYp3O5YkDQNosF3h1o50vUADIA7/view?usp=sharing

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7- Editing - Muting and Disabling tracks

Use the link to follow step by step:

https://drive.google.com/file/d/1PQ7FZ2hSiTMY0eEAjVrd_IbhSIbPZMts/view?usp=sharing

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8- Editing - Video Clip Transitions

Use the link to follow step by step:

https://drive.google.com/file/d/1zudRq9bit3zvn87NSkBtxEce72a1VQxo/view?usp=sharing

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9- Understanding audio waveforms.

Use the link to follow step by step:

https://drive.google.com/file/d/1LGeX8DjxrEoji0vfkkvmWlcPgwBi9Qop/view?usp=sharing

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10- Audio and Video editing Tips

Use the link to follow step by step:

https://drive.google.com/file/d/1XGNIMqW124J_N0vDA5RX7KJZwz3t6Rhn/view?usp=sharing

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11- Adding Titles and Texts

Use the link to follow step by step:

https://drive.google.com/file/d/1eVFRC2qFMRDZGwTAD5K-fmPkKBF_9zB1/view?usp=sharing

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12- Sound design - Finding sounds

Use the link to follow step by step:

https://drive.google.com/file/d/1R2ca2jmU9p1PaJZ6ktJXZlVLQ4txyv8j/view?usp=sharing

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13- Sound design - Importing sounds

Use the link to follow step by step:

https://drive.google.com/file/d/1MeSCKlZ3pejyhLzOBw6D8OIacwRhoPxI/view?usp=sharing

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14- Sound design - Editing Sounds PART 1

Use the link to follow step by step:

https://drive.google.com/file/d/1hmUX0m0IUN69KUDoW6gh8qEJTw_ZZ-pa/view?usp=sharing

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15- Sound design - Editing Sounds PART 2

Use the link to follow step by step:

https://drive.google.com/file/d/1INCUXLohA6EYyNXZMUswFXB_-Yz9YHHd/view?usp=sharing

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16- Exporting project

Use the link to follow step by step:

https://drive.google.com/file/d/1UH9K_8GHVpPp8BETG0ldFwEDuB6R_jvK/view?usp=sharing

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Editing on Android Phone

There is a free app that allows you to do video editing using your mobile phone directly. This app is called: KINEMASTER (you download it from Play Store)

https://play.google.com/store/apps/details?id=com.nexstreaming.app.kinemasterfree

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17- Editing on Android Phone - Part 1

https://drive.google.com/file/d/1xjUkd1T7YcAVkNSAeKltJ3j9hHcJyPPX/view?usp=sharing

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18- Editing on Android Phone - Part 2

https://drive.google.com/file/d/1C21X4We4T9S4a5QRiDdPtx5G10O__oM9/view?usp=sharing

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THANK YOU!

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